CS550 Project One

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  To achieve the results I wanted to display, I first sketched out my ideas on coordinate paper before using glVertex3f(). For patterns that would appear repeatedly, I wrote one of the patterns as a function and used the scale and translate functions to move the rest to their corresponding positions. I completed the trunk and leaves, as well as the ground and pond. I tried to learn online how to use trigonometric functions and glVertex3f() to create a sphere, which serves as the body of the sun. However, I haven't been successful in creating the light around the sun.
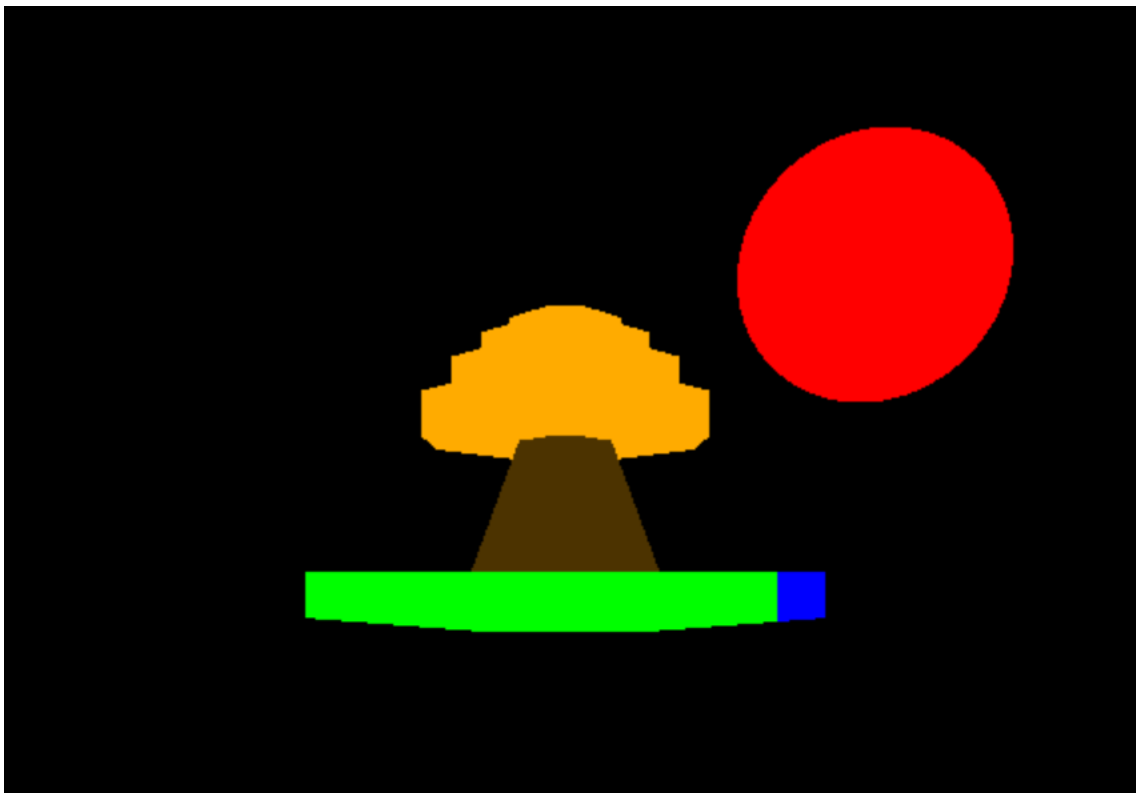


Figure One：the screen shot of my project

Link: CS550_Assignment_One - OSU MediaSpace (oregonstate.edu)